

PATENT APPLICATION FEE DETERMINATION RECORD

Effective October 1, 1996

Application or Docket Number

08879827

CLAIMS AS FILED - PART I

(Column 1)

(Column 2)

SMALL ENTITY OR OTHER THAN SMALL ENTITY

FOR	NUMBER FILED	NUMBER EXTRA	RATE	FEES	RATE	FEES
BASIC FEE				385.00		
TOTAL CLAIMS	44 minus 20 =	24	x\$11=		x\$22=	528.-
INDEPENDENT CLAIMS	4 minus 3 =	1	x40=		x80=	80.-
MULTIPLE DEPENDENT CLAIM PRESENT			+130=		+260=	
			TOTAL		TOTAL	1378.-

* If the difference in column 1 is less than zero, enter "0" in column 2

CLAIMS AS AMENDED - PART II

(Column 1)

(Column 2)

(Column 3)

SMALL ENTITY OR OTHER THAN SMALL ENTITY

AMENDMENT	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE	ADDITIONAL FEE	RATE	ADDITIONAL FEE
				x\$11=		x\$22=	
Total	109	Minus	** 44 = 65	x\$11=	585	x\$22=	
Independent	5	Minus	*** 4 = 1	x40=	39	x80=	
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM							
7/24/4 (Column 1) (Column 2) (Column 3)							
ADDITIONAL FEE							
TOTAL ADDIT. FEE 624							

AMENDMENT	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE	ADDITIONAL FEE	RATE	ADDITIONAL FEE
				x\$11=		x\$22=	
Total	95	Minus	** 109 = 0	x40=		x80=	
Independent	1	Minus	*** 5 = 0	+130=		+260=	
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM							
ADDITIONAL FEE							
TOTAL ADDIT. FEE							

AMENDMENT	CLAIMS REMAINING AFTER AMENDMENT	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE	ADDITIONAL FEE	RATE	ADDITIONAL FEE
				x\$11=		x\$22=	
Total	0	Minus	** 0 = 0	x40=		x80=	
Independent	0	Minus	*** 0 = 0	+130=		+260=	
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM							

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

*** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.